THE ADVENTURER™

Day of the TENTACLE™

CHAN

NUMBER 5
FALL 1992

LUCAS Arts

Day of the Tentacle

Maniac Mansion 2

The characters' entire bodies are bigger, and they can express themselves to a much greater extent. It's really the world's first completely interactive cartoon.





BY KHRIS BROWN

Tracking down the creative genius behind this game, Game Designers Dave Grossman and Tim Delacruz, was an adventure in itself. For those of you who actually read game credits, you'll recall that Tim and Dave are responsible for oodles of wit found in *The Secret of Monkey Island* and *Monkey Island 2: Le Chuck's Revenge* (and, for those of you who want the inside scoop, endless mirth and satire around the office).

"What will Tim and Dave be like?" I wondered. Siskel and Ebert? ToeJam and Earl? Ben and Jerry? Ham and Cheese? Admittedly, once I found them, I had to tie them to the interview chair with electrical tape (they liked it) and threaten to burn all their Sam and Max™ comics. But they agreed (between rounds of Street-Fighter II, of course) to answer some questions about this new game. Read on and learn from them (and their team of funativity experts) all about running hog wild and making the game they've always dreamed about: *Day of the Tentacle!*

[IMPORTANT DISCLAIMER: THIS WHOLE "INTERVIEW" WAS, OF COURSE, COMPLETELY FABRICATED BY SOMEONE WITH A CERTIFIED DEGREE IN MARKETING, TO PROTECT THE READER FROM THE WAY GAME DESIGNERS ACTUALLY SPEAK.]

What's the plot of this game?

DAVE: Basically, the Purple Tentacle (who was already predisposed towards sinister deeds in the first game) has ingested a bunch of toxic slime dumped in the river by Dr. Fred's Sludge-O-Matic. He mutates and becomes super intelligent, even growing arms. Rendered virtually invincible by his new powers, Purple Tentacle and his brethren will enslave all humanity unless the three kids (Bernard, Laverne and Hoagie) can go back in time and shut off the Sludge-O-Matic. To do this, they use Dr. Fred's newest invention, the time-travelling Chron-O-John.

Still in the experimental phase, the Chron-o-John is constructed mostly out of spare parts (namely, a VW Bug and three port-o-potties). Without regard for their own safety, the kids volunteer to become time-travel pioneers. However, like any good mad scientist's experiment, this one goes horribly wrong. It jettisons Laverne two hundred years into the future and Hoagie two hundred years into the past, but leaves Bernard in the present. Despite their four hundred year separation, the kids learn to take advantage of a hole in time left by the accident to "flush" small objects to one another, work together to get back to the present, and save the world. Along the way they meet and interact with historical figures, evil tentacles, and many other bizarre characters.

TIM: You have a mad scientist, monster tentacles, vivisection...everything a game player could want!

Does this mean Day of the Tentacle *has three paths?*

DAVE: The game has three paths, but it's different from *Indiana Jones and the Fate of Atlantis*, because you play all the kids at once and can switch freely between them at any time. If one kid gets stuck and can't figure out what to do, you can switch to a completely different scene and explore until you have the divine inspiration to go back to the first one. It's very possible that what you need to continue with Laverne in the future can be acquired by Hoagie in the past. The kids' paths all interrelate, and they're always helping each other out.

TIM: There's also completely different art and a different cast of characters for each time period. Even though it's the same mansion, it's changed tremendously throughout time. In the past you might go into the kitchen and see a potbelly stove and a hand-operated water pump, but in the present there's a microwave and an automatic coffee maker. Part of the fun of the game will be taking objects like these out of their natural environments and using them in another time period. (Try giving George Washington an exploding cigar!)

Hoagie

I really enjoy playing with the kids in Day of the Tentacle. *It seems like they have more personality somehow...*

DAVE: When *Maniac Mansion* came out five years ago, our technology hadn't yet progressed to the point where the characters could move or speak the way they can today. There wasn't much room for dialogue choices or complex animations, and consequently, the characters were limited. We were able to take character development much, much further in the *Monkey Island* games, giving the player gallons and gallons of dialogue choices and all sorts of good gestures and movements. *Day of the Tentacle* is the next step: the characters' entire bodies are bigger, and they can express themselves to a much greater extent. It's really the world's first completely interactive cartoon.

TIM: Even though our old characters were the coolest thing around at the time, the animation for talk could only be the head tilted back, the head tilted forward, and the head normal position with its mouth open or closed. Now the kids have all kinds of grimaces and gestures and facial twists and contortions while they're talking. They smile and their mouths open bigger than their heads and their tongues can hang out. Because bigger characters can do more, they don't just stand there when you move them around, they blink, tap their feet, sigh, and even scratch their butts.

As soon as a character appears, you laugh at it, and that's really important. You stare at the main characters for

"Disembodied Tentacles Take Over!" "Humans Penned as Pets in Dastardly Plan to Conquer the Universe!"

These horrifying headlines will be coming to a computer near you in Spring 1993, when LucasArts releases *Day of the Tentacle: Maniac Mansion 2*. In this new adventure, inspired by the original *Maniac Mansion* game released in 1987, the eccentric Edison family and their abstract abode resurface after a long rest. Back are the original Edisons, heroic nerd Bernard and his two new friends Laverne and Hoagie (a crazed, overworked medical student and thick-skulled heavy metal roadie, respectively). Also present are weird scientist Dr. Fred, his wife Nurse Edna, their son Ed, and the family's often ...er... "interesting" houseguests. They join forces with an enormous cast of characters, running the gamut from a talking horse to the first President of the United States. In this new adventure, gamers everywhere can save humanity from the sinister mutated Purple Tentacle, who has slurped up enough toxic waste to alter his genes, propagate a race of super-slimy suction cupped brothers and take over the world!

Tim Delacruz *Sonoma Sweetie!*

Here's the scoop on DOTT's cuddly, cozy, & caring designer, Tim Delacruz!

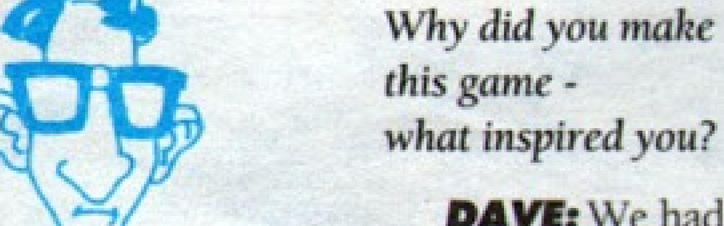
Real Full Name: Timothy John Delacruz
Nickname: Meanest Boy in the World
Birthdate: July 26, 1967
Sign: Leo!
Birthplace: Sonoma, California
Height: 5'10"
Weight: enormous!
Eye Color: brown, the color of puppies
Hair Color: dark brown, the color of dark puppies

SAY YES

LUV KING

RED HOT

FAVORITES!
Color: brown, the color of puppies
Food: Screaming Yellow Zonkers
Drink: chocolate Coke
Actor: Sandy Duncan!
Music: accordion
Super Heros: Ultra Man, Underdog, & Shaft
Sport: l'amour!
Money: Monkey Bucks
Biggest Influence: Dave!
Turn-ons: new yo-yo strings, puppies, & Dave!
Turn-offs: Home Shopping Network, cynical people, & Satanists
Dream Date: wipin' out on dirt bikes!



COMING SPRING 1993

about thirty hours when you play the game, so they'd better be entertaining. With Bernard, as soon as you see him walking around for the first time, before he even says or does anything, you laugh. He walks goofy, he talks goofy, he's even entertaining when he stands still. Walking Hoagie around is like piloting a blimp through a china shop, and Laverne is fun just to walk around because she seems to have a mind of her own -- like she might do something dangerous at any moment.

Bernard

What do you mean by "interactive cartoon"?

DAVE: A good example is the scene in *Monkey Island 2* where Largo La Grande picks up Guybrush and shakes him upside down to get his money. People saved the game at that point so they could go back and watch it a few times. In *Day of the Tentacle*, that kind of crazy cartoony action is going on constantly. The artists on this project are extraordinarily talented and really nurturing a wild, Looney Toons-like style. They've come up with some incredible animations that are even beyond what we expected.

TIM: Basically, we left the art to the people who know the most about it -- the artists. We've given them a lot of rope on this project, even letting them design the interface and fonts. We're trying to take advantage of the fact that our team watched too much television growing up. There's not a Roadrunner cartoon these people haven't memorized. We're creating programming technology around animation instead of vice versa and really pushing the boundaries of what can be done.

How does this compare to your previous games?

DAVE: Well, it follows along the path of constant improvement, but it isn't like what Monkey 3 would be if we were working on that. Obviously, since Tim and I are doing the writing, there's a similar brand of humor -- it's offbeat and irreverent and often silly. It's the next step technically after Monkey Island 2, but the aesthetics are different.

Why did you make this game - what inspired you?

DAVE: We had a bunch of great ideas for puzzles using novelty items and other toys that we like to play with ourselves, and we thought we could make a good game around them. We felt like we had to make good use of our ideas or risk exploding and splattering creative juices everywhere!

TIM: With *Monkey Island*, we were limited to making puzzles out of bamboo, bananas and piratey objects. I wanted to do something more contemporary. I wanted to be able to make a bomb out of Pop Rocks and Coke. Also, I really like to work on comedies. If I tried to do an Indy game, I would turn it into a slapstick comedy and that wouldn't be good. In reality, I'm trying to save the other projects from me by putting myself with Dave where we can do as little damage as possible.

How do you know if your game is fun?

DAVE: I do what I think is fun and assume that other people will like it, too. (Or they just don't know what's good for them!).

TIM: Actually, about halfway through the project we have what we call a "pizza orgy," which is a chance for everyone in the division to sit down and play the game while stuffing their face full of food. Then we ask them to tell us what they think is funny, what puzzles are too hard or easy, and just generally whether or not they had fun. Of course our ploy is to make them happy first by feeding them, but we all have a good time.

You mentioned it was technologically "the next step." How will this apply to sound?

DAVE: Among other things, it's going to have genuine cartoon sound effects from a major cartoon house that we have procured for our own personal devious use. We're going to put those wholesale into the game wherever we can — good "boings" and "ka-pows" and squawks and stuff. With the music, we're aiming for something that sounds sort of like Pee Wee's Big Adventure or a cross between Danny Elfman and Carl Stalling.

TIM: It's the music that a Carl Stalling/Danny Elfman/Chuck Jones love child would compose. Even though the initial PC release version won't have voices, we'll look at it as a possibility in the future for CD-ROM.

How is this ending going to compare with the ending of our other games?

TIM: The ending is going to be glorious and triumphant. In *Monkey Island 2*, a lot of people were hoping for a different ending. *Monkey 2* was kind of a self-parodying game, and that's a taste of humor that's not for everybody. It kind of makes fun of itself and all other computer games in many ways, especially in that every time you expected a payoff, it would do something that was kind of a non-payoff. The ending for Monkey 2 was considered kind of a non-payoff, but it was a joke, and some people didn't like that. Understandably, they had a lot of expectations after going through 40 hours of hard work. With *Day of The Tentacle,* though, we're going for the full-on "You've Saved Humanity", "You're the Greatest Person in the World" ending. Throngs of cheering minions, skyrockets, the American flag waving...everything! **ESC**

Laverne is fun just to walk around because she seems to have a mind of her own.

Dreamy DOTT Designer
Dave Grossman!

TOO HIP

Wondering what goes on inside that pretty head? Here are some fab facts about this totally talented heart-throb!

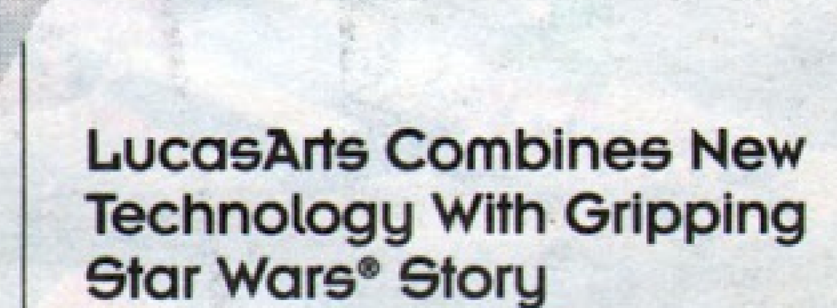
Real Full Name: David M. Grossman
Nickname: Love Biscuit!
Birthdate: June 5, 1965
Sign: Gemini, the schizophrenic
Birthplace: San Francisco, California!
Height: 7' 5"
Weight: 65 lbs.
Eye Color: burnt sienna
Hair Color: raw umber

YER COOL

FAVORITES!
Color: burnt sienna
Food: crudgiebunckle!
Drink: beer, beer, & more beer!
Actor: Inspector Gadget
Music: Half-Head Special
Super Heros: Eight Ball & Too-Much-Coffee Man!
Sport: barefoot air hockey
Money: the Drachma!
Biggest Influence: *Beverley Hills 90210* 's Luke Perry
Turn-ons: marshmallows, plastic, & poetry about fuzzy animals!
Turn-offs: gaping wounds, Indian food, & Tim
Dream Date: June 28th

Laverne

X-Wing Sets New Standard for Space Combat Simulator Genre



LucasArts Combines New Technology With Gripping Star Wars® Story

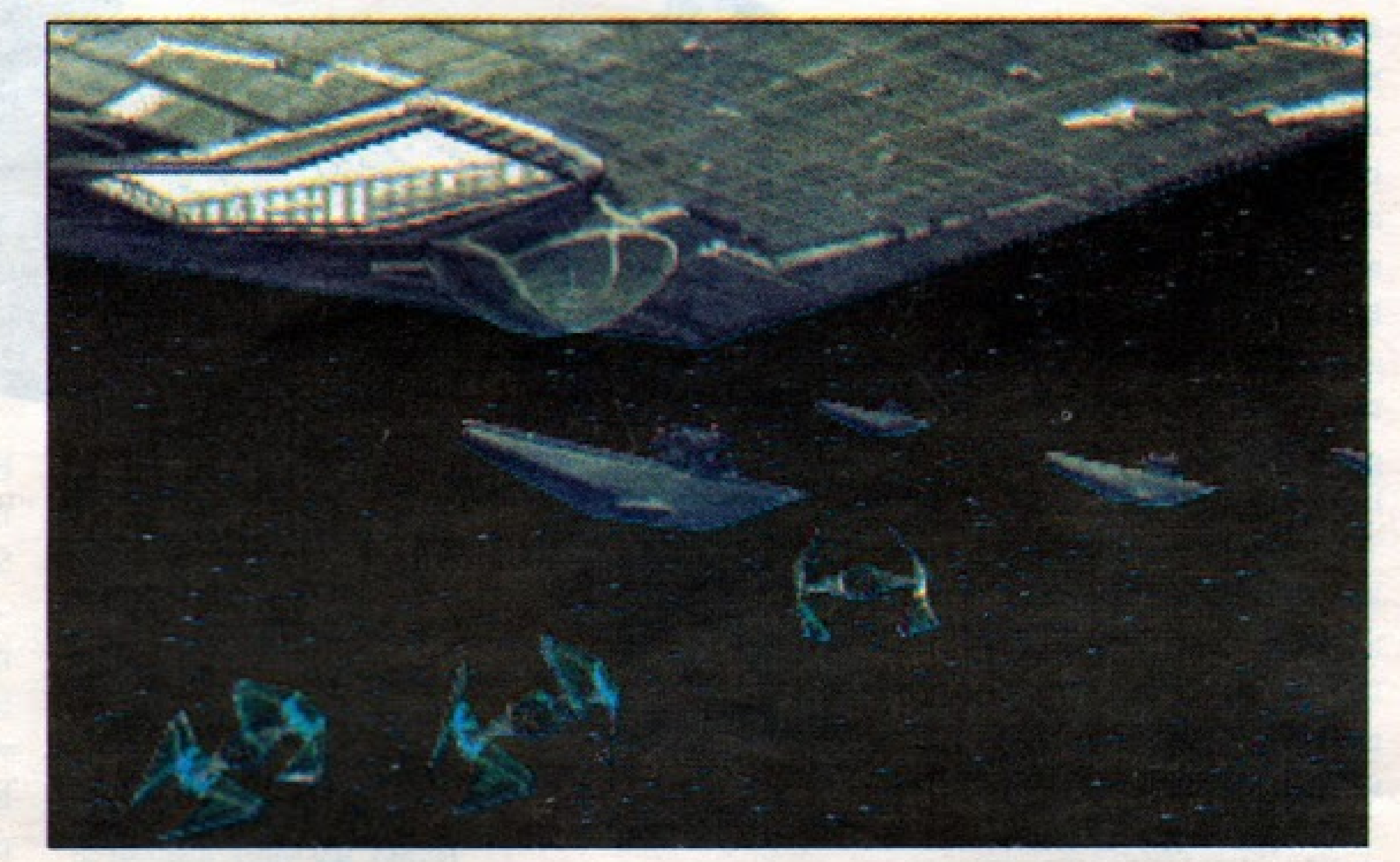
BY SUE SESERMAN

LucasArts, with the release of *X-Wing* in fall, 1992, finally will give gamers the chance to experience first hand the fast-paced excitement of the "Star Wars" movies. *X-Wing*, a space combat simulator set in the "Star Wars" universe, introduces several new technologies resulting in outstanding, 3-D graphics and a movie-like sound track.

X-Wing recreates the epic space battles between the Rebel Alliance and the Empire made famous in George Lucas' "Star Wars" trilogy. Like Luke Skywalker, the player is a new, hot shot pilot for the Alliance flying small, but powerful, starfighters against the mighty Empire. The Alliance's starfighters — the X-Wing, Y-Wing and A-Wing — all are available to do battle with Darth Vader and his Imperial forces. These spacecraft are used in combat missions such as escorting transports, dogfighting against TIE fighters, encountering Star Destroyers and attacking the most dreaded weapon of all, the Death Star.

X-Wing is created by designers Lawrence Holland and Edward Kilham. Holland is well-known for his award-winning World War II air combat simulators, *Secret Weapons of the Luftwaffe®* and *Their Finest Hour: The Battle of Britain®*. "*X-Wing* is a game LucasArts has wanted to do for a long time," said Holland. "But it's only recently that technology has advanced enough to allow us to deliver the kind of outstanding simulation experience worthy of the name 'Star Wars'.

"In *X-Wing* we merge the best elements of state-of-the-art air combat simulations and storied space action games," continued Holland. "We accomplished this by meeting four major objectives. First, we created a richly detailed, 3-D universe with believable physics and technology that is filled with people and places gamers will be familiar with from the "Star Wars" movie. Second, we allowed for multiple ways to interact with the product. There are several spacecrafts to control and activities in which to participate. The game path is non-linear, and the interaction is highly configurative in skill, difficulty and types of flight controls. For example, cockpit controls are expanded to include 17 different views. Third, we made the player part of a team immersed in a larger strategic battle plan, not a lone wolf in space. Finally, we created a very dynamic visual, as well as aural, environment."



Far Right: *Cinematic cut-scenes heighten game drama.*

THE TECHNOLOGY

LucasArts developed a new 3-D flight engine for *X-Wing* which for the first time successfully integrates polygon and bitmap technologies. This fluid integration renders highly detailed, 3-D polygon spacecraft complete with startling lighting effects. Large polygon models make up the Empire's Star Destroyers, as well as the ultimate weapon of destruction, the Death Star. Even the weapons include complex, shaded polygon lasers. Bitmap images are used for realistic special effects such as huge explosions and spacecraft breaking up with fiery, electrical bolts.

In addition to the new flight engine, *X-Wing* employs a new proprietary story engine called Landru. "Though *X-Wing*

continued on page 15



Above: *Fly any of three spacecraft: A-Wing, X-Wing or Y-Wing. 17 cockpit views per craft.*

Right: *Be briefed beforehand on your mission, including technical specifications and weaponry of enemy spacecraft.*

THE PROGRAMMING GURUS

Lawrence Holland
Designer/Project Leader
Larry heads LucasArts' simulator group and co-designed *X-Wing* with Ed Kilham. He is well-respected for his trilogy of highly acclaimed WWII air combat simulators: *Battlehawks 1942*, *Their Finest Hour: The Battle of Britain*, and *Secret Weapons of the Luftwaffe*. Larry joined LucasArts as an independent contractor in 1986. His early contributions included design and programming on *P.H.M. Pegasus* and *Strike Fleet*.

Ed Kilham
Designer/Project Leader
Ed co-designed *X-Wing* with Larry Holland. He wrote the game's story engine, Landru (LucasArts' Native Development Resource Utility) early on. Landru manages *X-Wing's* animation, graphics and sound. In addition to designing Landru, Ed's *X-Wing* responsibilities included art and music implementation, interface and cut-scene design and programing, and general game design. Ed began freelancing for LucasArts in 1987, working on the Amiga conversion of *Zak McKracken and the Alien Mindbenders* and the subsequent Amiga conversion of *The Secret of Monkey Island*.

Peter Lincroft
Programmer
Peter's main responsibility for X-Wing was programming the in-flight polygon engine. Peter went to work for LucasArts as an independent contractor in 1989, programming the IBM version of *Pipe Dream*. Later, he joined Larry Holland's flight simulator group to program for *Secret Weapons of the Luftwaffe*.

LucasArts

Company Store



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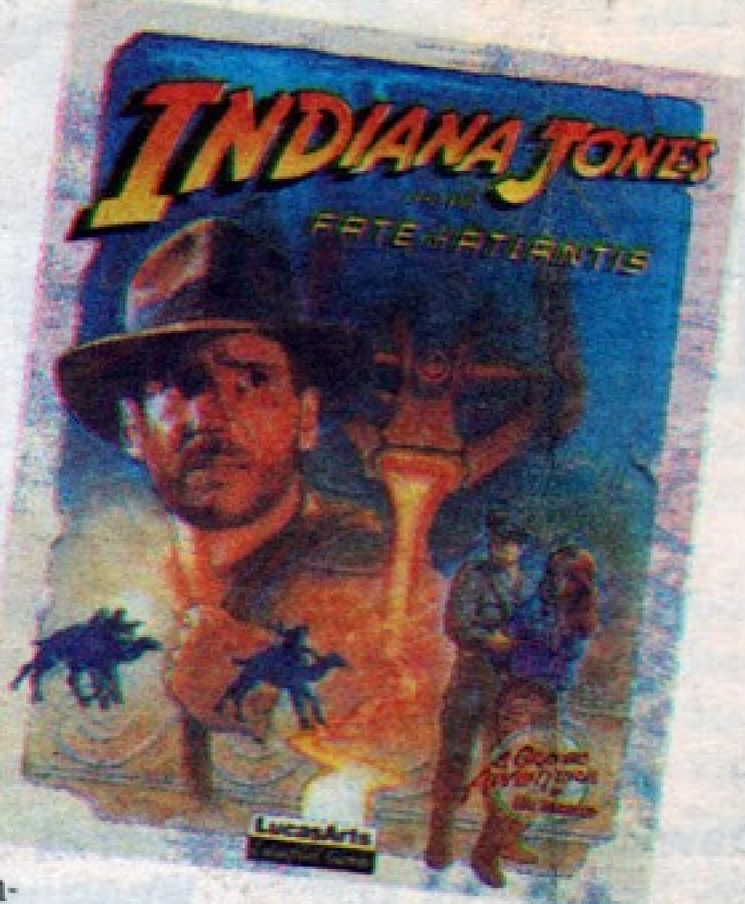


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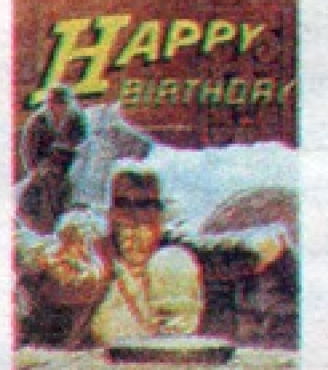
Indy Hat

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HE-162 IBM (Combo) $29.95 (6308)

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Do-335 IBM (Combo) $29.95 (6309)

POSTERS

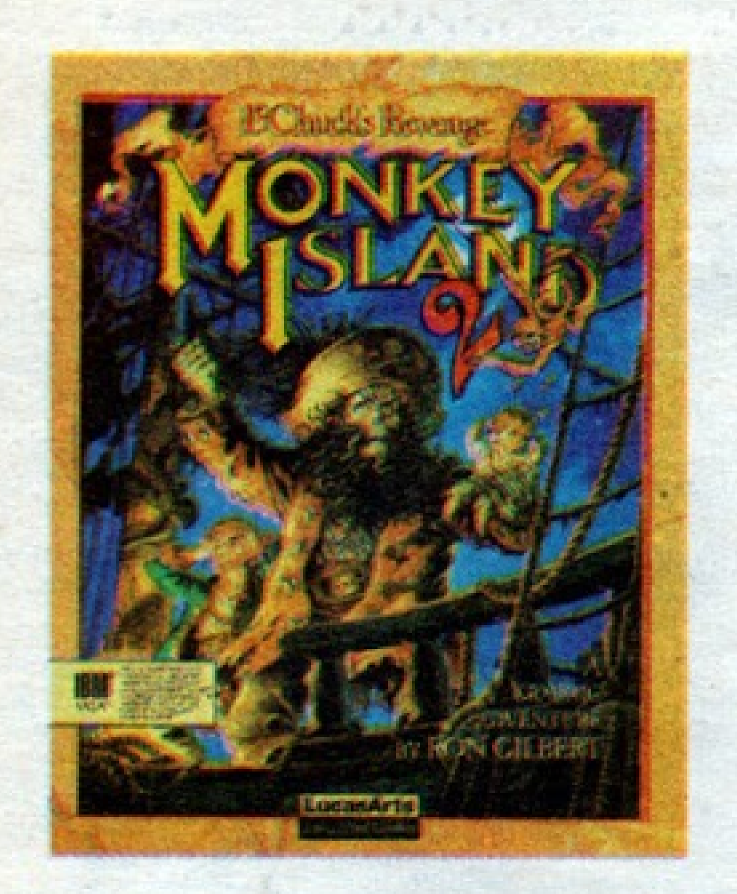
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T-Shirts

Two of our coolest T-shirts were inspired by these two great games. The original Monkey Island shirt with monkeys swinging down the long sleeves or the new Monkey 2 shirt, with the motto "It's a great day for spitting" and lots of spit wads, are sure to please any kid.





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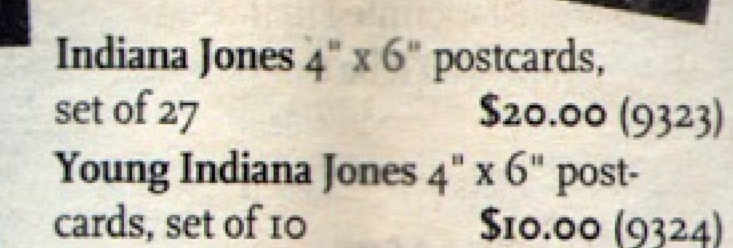
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It's the chance of a lifetime: you just got a job at Industrial Might & Logic, producing fabulous Lucasfilm toys, like baby Darth Vaders™ and Zak McKrackens.™ All you have to do is keep the creaky machine running, vacuum up those furry pests that follow you around, and dodge the nasty lawyers! **New Price!**

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Need help? How about a hint book?

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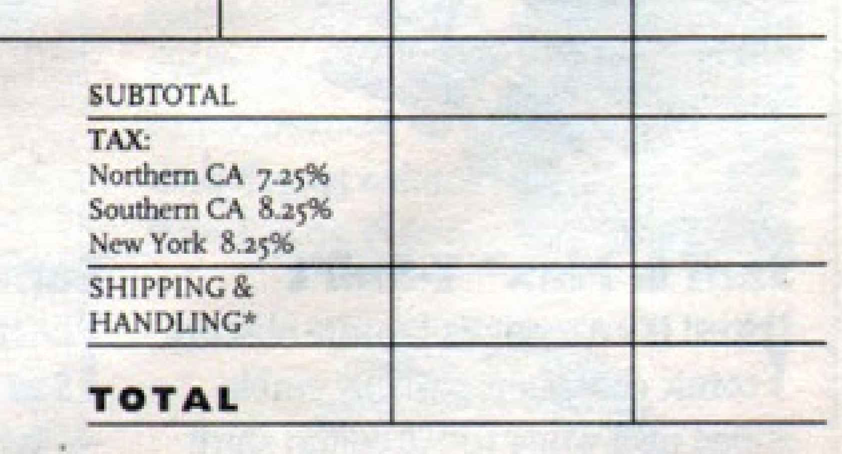
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The Evolution of LucasArts Classic Adventures

At the heart of our games is the characters, the storytelling and the fun.

BY GARY WINNICK

Back in 1986, when Ron Gilbert and I first proposed our design for *Maniac Mansion*, we didn't think about the possibility that someday it could become a classic! We both were great fans of graphic adventures and puzzle games, but found parsers and the inevitability of your character's death to be very frustrating. When we created our games, our foremost priority was to draw people into a story and its characters while maintaining a balance between a sense of peril and a sense of humor. Ron created SCUMM (Script Creation Utility for Maniac Mansion), a high level programming language and system which would be capable of allowing the type of graphic story presentation we envisioned, and we were on our way. *Maniac Mansion* became a success among gamers at large and our own internal staff of dedicated gamers! We knew we had hit upon a blend of technology and storytelling which would allow our designers to create and share others worlds which previous to that time could only be imagined, not enjoyed on a computer.

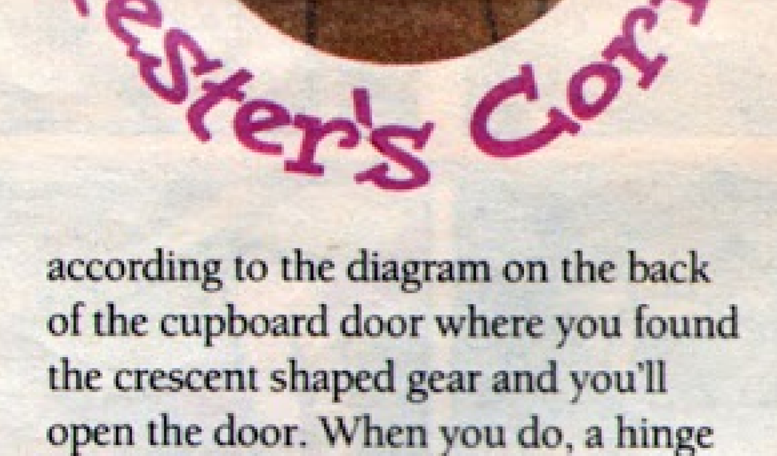
Zak McKracken was our second foray into adventure gaming. Its plot, and the scope of its gameplay and characters, were more ambitious than *Maniac*. Additionally, as we grew more familiar with our medium, and as the available target machines evolved, so did our methods, until our projects began to employ not just a designer/programmer and a designer/artist like Ron and me on *Maniac*, but scores of background artists, character animators, SCUMM scripters, and sound designers. Indeed, the staging and complexity did begin to resemble something akin to an "interactive cartoon".



New for Christmas!

But the heart of our adventure games is actually not the technology at all, although the technology is important in drawing in an audience. At the heart of our games is the characters, the storytelling and the fun. Despite the fact that it displays dated graphics and animation from today's perspective, *Maniac Mansion* and *Zak McKracken and the Alien Mindbenders* still have the power to pull you into their stories. *Loom* uses the limitations of the computer to successfully create a unique world, and *Indiana Jones and the Last Crusade* and *The Secret of Monkey Island* ride the cusp of what lies in the future of graphic adventure gaming.

We had a lot of fun making these games, and I hope you have as much fun playing them, whether it be for the first time, or as a rediscovery of "friends" you haven't seen for awhile. **ESC**



Hello! Welcome back to the scintillating pages of *The Adventurer* and my amazing column! (Modest, yes?) Below you'll find answers to some of your most burning questions about our games in the hopes that you'll continue on your path of adventure and enjoyment. Have fun!! —*Chester*

Indiana Jones and the Fate of Atlantis

How do I open the door to the Map Room?

Look at the Dialogue of Plato. The first paragraph will tell you how to line up the sunstone under the tall horns. The next paragraph will tell you how to line up the moonstone with the sunstone. Don't worry about lining up the moonstone with the tall horns. Once you have the sunstone set up, don't move it! Then read the paragraph that talks about the worldstone. Set it up without moving either the moonstone or the sunstone. Then push the spindle. If you're REALLY stuck on this, you can call us and get the solution if you have the game up on your screen when you call. The solution changes randomly for each game, so your friends' solution may not necessarily apply to you.

Sophia's stuck in the dungeon! She wants something to hold the cage door open but I don't know what!

Get the hinge pin away from the broken robot door in the middle ring. You'll need the bronze gear, the bronze spoked wheel, and the robot part and the crescent shaped gear. Use them according to the diagram on the back of the cupboard door where you found the crescent shaped gear and you'll open the door. When you do, a hinge pin will pop out. Give it to Sophia and pick up the cage. Ta-da!!

That octopus looks hungry! I don't want him to eat me!

You need feed him another delicacy of the briny deep - a crab! Get a ribcage and bait it with bratwurst or gum. Catch a crab in the crab room, then use the trapped crab with the octopus and it will leave you alone.

Speaking of crabby, that old Costa won't give me anything! What do I need to exchange?

Go to Tikal and figure out some way to get inside the temple and use the spiral design. You'll be rewarded with something you can use to get the eel head statue from Iceland. Give the eel-head to Costa, and awaaaaaay you go!

How do I turn on the digger? I need it!

Outside the room where the digger is, there are some strange markings on the wall. Place the levers on the machine in the same placement as the darkest markings on the wall and you can have an atlantean joyride! Remember to look at the graffiti on the ground next to the digger to stop it, though....

Monkey Island 2: Le Chuck's Revenge

I need one more thing to make the voodoo doll of Le Chuck! I have everything except the body fluid!

Aaah, body fluid. A LucasArts' programmer's favorite thing! Fortunately, someone imbued Guybrush with a little (maybe 1/1000000th of an ounce?) of style, and taught him that it's not polite to let a friend (or evil enemy) suffer a runny nose without offering him a clean hankie. Who would have known Miss Manners' guidebook would help you get rid of a ghost?

This Rum Roger guy's driving me batty! He's always trying to get me drunk and then shoves me out the door.

Miss Manners saves the day again! How could you expect hospitality from someone when you haven't even brought along a contribution for the table? Since you're not that interested in swilling his finest, perhaps you could get some Near-Grog™ from Captain Kate and save Rum the trouble of filling your glass...Unfortunately, you'll have to get her arrested to do so. Oh well! Guess Miss M doesn't apply to pirates after all!

Remember, if you have any questions that you don't see answered here or you need further assistance, you can always call our 24-hour automated hint line at 1-900-740-JEDI. Live operators are on duty from 8:30am to 4:30pm PST. Calls are 75 cents per minute and callers under 18 MUST have their parents' permission to call. **ESC**

TECHIE BENCH

Below you'll find some of the questions we hear most often on the technical support line. We hope we can save some of your time by printing answers here, but we'll be more than happy to talk to you about any technical problems you might be having with any of our games. Our number is (415) 721-3333. Because we're on Pacific Time, however, our 8:30am to 4:30pm hours may differ when applied to your time zone. We wish you the best, and happy adventuring!!

We've heard from some people who get a message when they're installing that says *"Error! No disk in drive!"* or, after they install, they receive a message that says, *"Script 130 not in room 108 at 8817225+39341"*. People with lower quality disk drives can have a difficult time retrieving information from disks


continued on next page

LucasArts OnLine

LucasArts Games product support is now available on the following online services:

CompuServe
Game Publishers Forum (GAMPUB), section 7
Or send e-mail to ID # 75300,454

America Online
Keyword "Lucasfilm"
Or send e-mail to KHRIS

GEnie
Games RT (page 805), category 27
Or send e-mail to LUCASFILM

TECHIE BENCH
continued from previous page

compressed full of information, such as those packaged with *Indiana Jones and the Fate of Atlantis* and *Monkey Island 2: Le Chuck's Revenge*. We suggest people send in their old disks and a detailed letter describing the problem. We'll be able to send a new set of disks or a new install.exe file that will help take care of the problem.

If you're trying to use **Stacker, DiskMax, or any other compression program,** our games will not run. You must install the game on an unstacked part of your hard drive and boot your system from what we call a **"Vanilla Boot Disk"**. This is just a clean, formatted floppy disk with the basic operating system files on it that allows your system to **bypass all RAM resident programs** (commonly referred to as TSR's). Vanilla floppies can also be used to bypass your system's memory woes if you get any warning messages about being low on memory.

Good news! *Indiana Jones and the Fate of Atlantis* **will work with Windows**! All you need to do is install the program as you normally would through DOS, then make use of the .pif and .ico files to hook the program up through Windows. We plan on supporting Windows in all our forthcoming adventures.

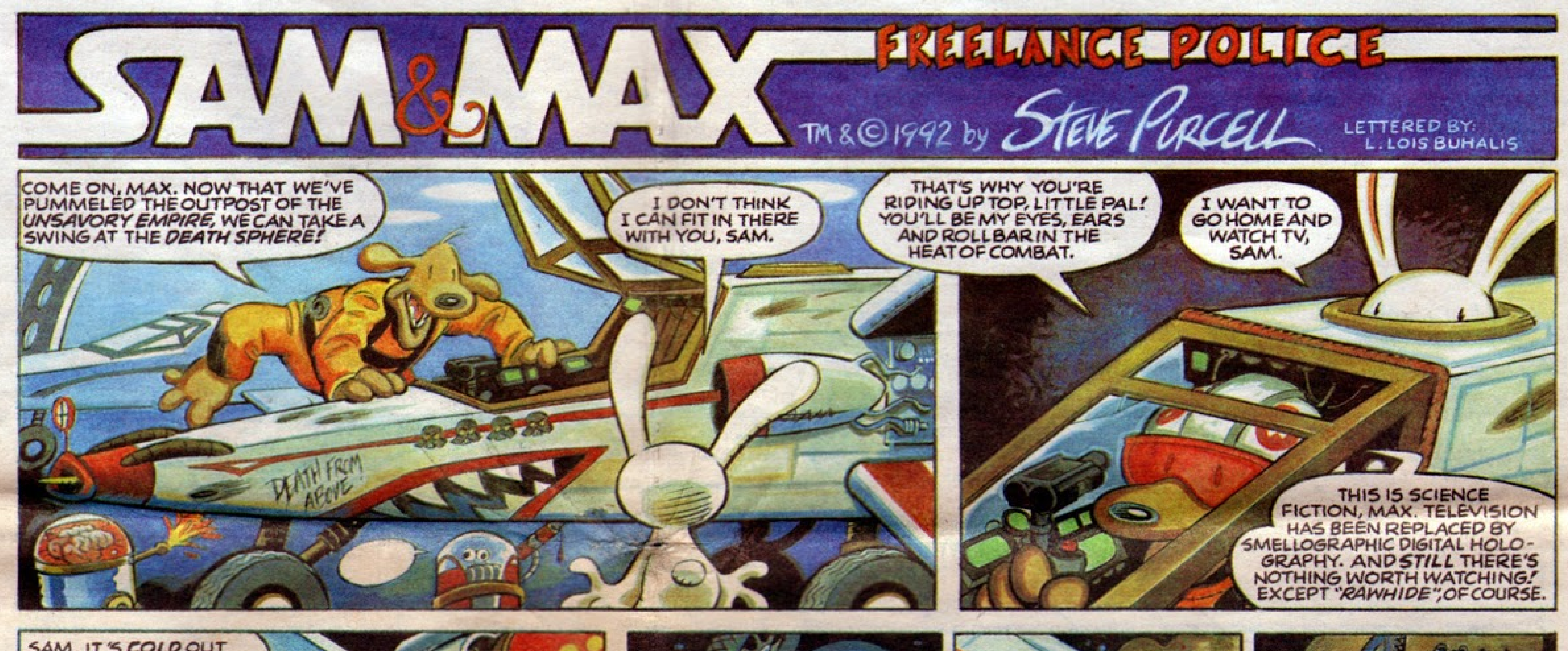
We'd also like to remind people that *Secret Weapons of The Luftwaffe* and all games released after it are **286 (AT) or higher required**. We receive many requests for low-density 5.25" SWOTL disks from people who do not realize that (unfortunately) the game will not run on their system. We recommend people with 8086 or 8088 processors return the game to their retailer or give us a call to inquire about getting an exchange for another game.

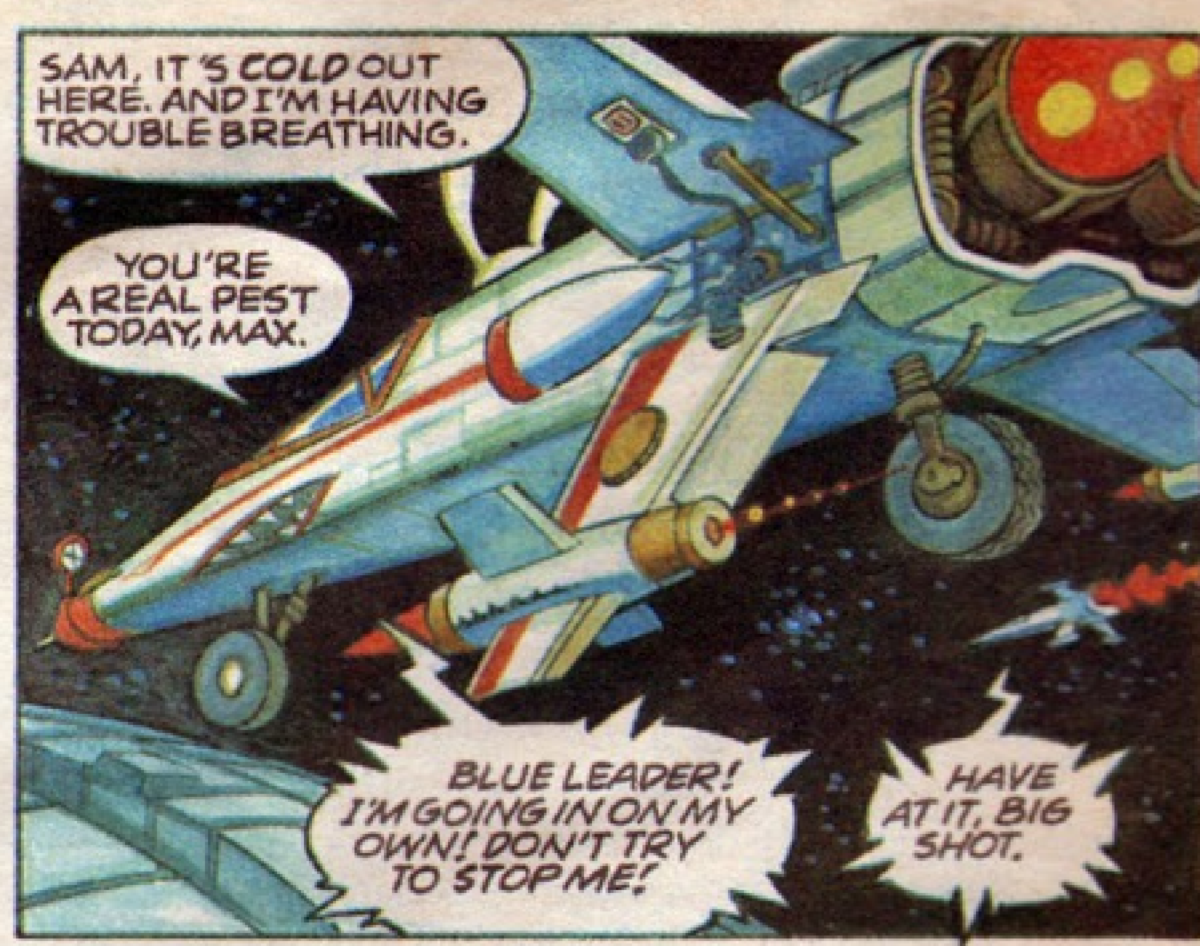
If you purchased the *HE-162 SWOTL Expansion disk* and tried to fly the first defaulted **custom mission 162-38-8**, you've probably already figured out that it won't run. The program will crash requesting that you insert disk #2. Unfortunately, that particular mission was created in name only and never actually existed. We recommend that people remove the file from their game directory or delete it through the custom mission menu.

Battlehawks fans! **Upgraded to DOS 5.0** and find that the game crashes every-time you exit? You need to **disable the Himem file** in your autoexec.bat or config.sys files. Once it's turned off the game will run as well as ever.

That's all we have to say for now. Please remember that we are available and happy to assist you at the number above. You can also write to us at:

LucasArts Games Product Support
P.O. Box 10307
San Rafael, CA 94901

















The Magic of Sound

BY BRAD STEWART

Sound puts more adventure into adventure games. The ringing clash of sword against sword, the roar of a Nazi jet, or, above all, the sound of human voices — warm, intimate, or menacing — these sounds wrap around you and make you live in a game, not just look at it.

Until recently, good sound was rare. The original IBM PC's were hopeless. Flight simulators managed only a buzzing so feeble it would embarrass a housefly, much less a jet fighter.

No more. Now, sound hardware for IBM compatibles costs less than $200. You can add speakers, or plug the sound leads into your stereo, crank up the volume, and let the entire neighborhood join in the fun (be careful — they just might!) With some systems, you can create your own computer sounds, or make the computer speak with your own voice — or a voice you like better.

There are two kinds of computer sound: synthetic and digitally recorded. Some hardware can work with both, but synthetic and digitally recorded sound are vastly different and have different uses.

Synthetic Sound

Synthetic sound is generated by special sound chips playing one or more tones or "voices" — nine is common. Each voice can go loud or soft, high or low, be given a different "envelope," a different pitch, or be changed in a dozen other ways. Together, the voices can imitate natural sounds like music, helicopter rotors, or police sirens. Or they may create sounds never heard before. A lot of the weird background noises in movies like "Star Trek" are synthetic sounds. With the right software, sound synthesizers can speak, reading text in a slightly mechanical voice.

A lot of the weird background noises in movies like "Star Trek" are synthetic sounds.

Synthetic sound has two advantages over digitally recorded sound. First, doesn't have to be recorded. Second, since the sound chip creates it, synthetic sound doesn't take up space on disk.

Digitally Recorded Sound

Making a digital recording is as easy as talking into a microphone. Since a computer works only with numbers, an "Analog to Digital converter," or "A/D chip" for short, converts the sound waves into numbers. A "D/A chip" converts the numbers back into sound.

The A/D chip works by "sampling." To understand sampling, imagine recording the passing of an ocean wave using only a yardstick. As the wave comes in, it covers the bottom few inches of the yardstick. You write that number down. As the wave goes higher, you keep writing. If you're fast enough, and don't drown, soon you have the wave recorded as a string of numbers.

Sound waves may cycle several thousand times per second. One cycle per second is called a "Hertz," so a sound cycling at 500 times a second has a frequency of 500 Hertz. Most good digital recording systems allow sampling rates of up to 15,000 to 20,000 times per second. Since you must sample at least twice the frequency of the sound, this means you can accurately record sounds up to 7,000 or 9,000 Hertz. That's more than adequate for human speech, sword fights, howling monsters, and most things except silent dog whistles.

With "sound processor" software, digitized sound can be displayed on the computer screen. You can see your own voice. Speed it up until you sound like Donald Duck, or slow it until you sound like nothing human. You may "cut and paste" sounds, mix them, add reverb and echos, flange and equalize (which was used on Darth Vader's voice in *Star Wars*), or even play sounds backwards. For example, the "swoosh" sounds you hear when a door opens on the Starship Enterprise is a backwards recording of an air gun.

The advantage of digitized sound over synthetic sound is that it is very realistic, especially voices. The main disadvantage is that it can take a lot of room on disk.

Voice Recognition

So now the computer talks to you, but how about you talking to the computer? With the A/D converter and the proper software, you can teach your computer to respond to spoken commands like "Pick up sword," "throw knife," or "tell me you love me."

First, you decide what commands you want. Then you "train" the computer. Using the special software, you speak the commands, then type them. Usually, you repeat each command two or three times while the computer "learns."

After the software is trained, all you do is speak the command into the microphone. The computer recognizes the command, then executes it. Your fingers never need touch the keys. Best of all, the computer has to remember all those fancy typed commands. All you do is talk.

No longer is sound the poor relation to graphics. Now the poor relative is coming into its own! **ESC**

Brad Stewart is Chief Engineer at Covox Inc.



Don't tell anyone we admitted this, but — some great entertainment software actually comes from The Competition. And we'd like you to know about it. So in each issue of *The Adventurer,* one of our game designers will recommend a game from another publisher that's been a favorite with us after hours.

HOW I LEARNED TO STOP WORRYING AND LOVE STREET FIGHTER II

by Tim Delacruz

Everyone knows that computer game players exist on a higher plane than cartridge game players. They lead better lives. They dress better. They know how to use semicolons. They often talk to the opposite sex.

People from this cultivated, disk-based background often say things like "I like to exercise my BRAIN not my THUMBS! Ha ha ha!" or "Cartridge games? Well, maybe Tetris now and then, you know, but you'd never catch me playing something like... **STREET FIGHTER II**!" Yes, of all the cartridge games out there, there are few as *cartridgy* as **SFII**. All that punching, kicking, fire-ball throwing, back-flipping, head-biting, gut-twisting, bear-hugging, head-butting, flame-throwing, face-planting, pile-driving kung-fu action alienates your average simulation-hugger. It seems so stupid and garish to them, and what's worse, they're not very good at it. It's hard to feel superior to a game that whoops your butt. So they belittle games like Street Fighter II with curt, well-turned phrases, and go back to arguing about copy protection. I myself never imagined I'd own a copy of the game, until one night...

It all started innocently enough. I was at the quicky-mart, and my Tub-O-Chowder was taking an exceptionally long time to microwave. There was the **SFII** machine. It was late. There were no nine-year-old boys around. I was safe from embarrassment, so why not waste a couple quarters? The experience would be more ammunition for my snobbish attitude.

The game started. I had a choice of eight World Warriors to play. I chose Ryu, the serious-minded black-belt from Japan (blood type 'O', I would later find out). We were flown to India, home of Dhalsim, yoga strongman. We were to fight on a rug, surrounded by elephants. Ryu was breathing hard, waiting for the match to begin. "Round 1," it announced, "FIGHT!" Before Ryu or I could do anything, the mystical Dhalsim stretched out his arm to freakish lengths and whopped us hard in the gut. Ryu flew back, throwing some quick punches into the empty air. Dhalsim closed in, jumped, and kicked him with one long, telescoping leg. Poor Ryu cowered, Dhalsim landed, spewing flame all over him. "What the hell was that?"

"Yoga fire!" said Dhalsim.

My Tub-O-Chowder dinged.

Some young boys had ditched their motorcross bikes on the curb and were coming my way. Things were growing dim.

I started hitting random buttons and swinging the joystick wildly. Amazingly, something happened. Ryu put his hands together and shouted something Japanese and frightening. A blue fireball shot out from his wrists and swacked Dhalsim upside the head. Ryu flipped forward, feeding Dhalsim his foot on the way down. And then, upon landing, threw the yoga boogyman over his shoulder. Ryu was going to town. I was kickin' butt.

Dhalsim was dizzy. We moved in for the kill. A high kick to the head woke him up. I jabbed, he blocked. He kicked, I jumped. Defying all physics, he sat down and slid into Ryu, hitting him low and hard and knocking him over. The enemy approached menacingly, shrunken skulls dangling from his neck. His health was low, but so was ours. I hit all the buttons at once, right as Dhalsim was about to close in on our hero. Ryu leapt into the air, shouting something about burritos, and nailed Mr. D in the jaw with a spinning hurricane kick. K.O.!

Dhalsim flew back in agony, and Ryu hovered, mid-air, completing two more spinning kicks in slow motion: whoosh... whoosh... (just like Van-Damme does in climactic battles) before he landed on his bare feet and assumed a humble pose of serious meditation. I bought the cartridge the next day.

I didn't have a Super Nintendo unit at the time, but picking one up was relatively painless. I mean, ninety-nine bucks? I've had traffic tickets for more than that. The cart itself seemed steeply priced: $70. But the kid at the store (us disk-based people like to refer to store people as 'kids') told me that it had twice the rom as any previous cartridge made. They seem to have put that memory to good use, as this is one of the best arcade-to-cart conversions I've ever seen. It's ALL there. Who needs the quicky-

continued on page 15

Thanks for making great games. I find them totally inextricably gnarly to the max!

Letters

I recently bought the *Secret Weapons of the Luftwaffe* Tour of Duty disk for the *HE-162 Volksjager*. As far as I'm concerned it's the icing on the cake of the best flight simulation software on the market. Anyway, I was recently watching a WWII documentary which focused on aircraft. One of the planes that was repeatedly mentioned was the F-80 Shooting Star. The name rang a bell so I checked to see if the F-80 was one of your expansion disks. As I'm sure you well know, the disks that you sell are for the P-80 Shooting Star. Is this some sort of error? Were there two different Shooting Stars? This is really itching at me so I would appreciate it if you could reply.

Chris Magoulis
Tarpon Springs, FL

Actually, it's part of the design to use the name from the earlier part of the war. The name change occurred in the late 1940's when improved versions of the P-80 (the P-80B and the P-80C) were introduced. The P-80 became known as the F-80 in June of 1948 when the Air Force replaced the designation "P" for "pursuit" with "F" for "fighter".

I am very pleased with the fine immaculate perfection and indefectability and transcending impeccabilities of idealizing purity and superexcellence of your games. Might I add, where did you get that fabulous, wondrous, and spectacular tie? Despite my marvelling stupefaction and interesting wordiness, I still enjoy your games. Your games are definitely worth what you pay for them. If I were to eat a LucasArts game, my compliments to the chef! Anyway, thanks for making great games. I find them totally inextricably gnarly to the max!

Ryan Solen
Boise, ID

We are obliged, grateful, gratified, contented, satisfied, indebted, pleased, kindly disposed, and appreciative of your delightful, thrilling scintillating correspondence. We can hardly contain our glee! We want to read it again and again!! It's better than 'Cats'!

Free CompuServe Introductory Offer

In case you're not aware of what is offered on a BBS, CompuServe is offering you approximately one hour's worth of free time to explore. If you have a modem, you can join CompuServe and visit the LucasArts Games section of the Game Publishers Forum. [GO GAMEPUB]

The forum provides you with all the latest news and announcements concerning LucasArts Games. In the forum, you can download updates to your favorite game or obtain demos of soon-to-be released games. You'll also be able to trade tips and information with other gamers.

To take advantage of this offer, call toll-free 1-800-524-3388 and ask for Representative #404. The Rep will know you are calling about the CompuServe $15 usage credit offer.

I installed the SWOTL disks onto my hard drive. When running it under Windows 3.1, I was unable to derive a response of any kind… I press any key and then BAM! get kicked out. Help!

Don C. Good
Bellaire, TX

Unfortunately, Secret Weapons of the Luftwaffe *does not run under Windows. Although we've heard tell of a few customers who were able to get it running through Windows after they did a secret jig to the gods of voodoo computing, we highly recommend that people who want to run the game properly boot it up straight from DOS. To make a clean DOS boot disk, insert a blank formatted floppy into the a: drive and type (we're using "_" to designate a space): format_a:_/s. This will create a disk that can be inserted into the a: drive prior to re-booting. The disk will bypass all memory resident programs (such as Windows) and allow you to bring up the game free of all the programs that pandered to people who never learned DOS. It will be a great learning experience!*

I recently purchased *Tour of Duty: P-38 Lightning* SWOTL Expansion disk for my IBM compatible, and although I am happy overall with the software, I have come across what I consider to be a major problem. In certain P-38 missions in the Tour of Duty, some pairs of German fighters are replaced every time they are shot down, with no apparent limit to the amount of time they can be replaced. Is this is an error in the programming? How do I get past it?

Eric Faust
Orlando, FL

This feature is a designed part of strategic planning built into the game.You must damage the planes badly enough so that they turn around and go home, but are not killed. The artificial intelligence in the game plans its strategy to have new planes sent out to replace the old ones. Although the planes will not regenerate indefinitely, it's much easier to damage them badly once and not have to deal with them again.

I am a big fan of your games. I bought *The Secret of Monkey Island* and won it. The game was outstanding! The graphics and sound were awesome. The challenge was huge. And best of all, the ending was hilarious! Which, of course, convinced me to buy *Monkey 2: Le Chuck's Revenge*. And of course, I am stuck at a point. I don't want to buy a hint book because I'm afraid it will give the whole game away. Also, I don't want to call the hotline because it is very expensive. Would you please tell me a number of resources for hints?

Lorenzo de la Rosa
Los Angeles, CA

Well, Lorenzo, we're glad you liked the game! For Monkey 2 hints, if you don't want to buy the hint book, you can write us a letter or fax us to get hints. You can also use the 24-hour automated hint line (which is actually only .75 cents per minue) as the cheapest way to get one or two hints. We're available via Bulletin Board Service on CompuServe, GEnie, and America Online. The automated hint line can be reached by phoning 1-900-740-JEDI and we can be faxed at 415-721-3344. You must have your parents' permission before calling the automated hint line.

I have over 200 hours in the F-15 (the REAL jet), and the greatest fun I have had during off-duty times is playing *"Battle of Britain"*! It's the only flight simulator game I've played (and I've tried them all) with the "feel" of air-to-air combat in several different airplanes. The Heinkel lumbers along like a bomber should, and the Spitfire handles like a sportscar. Your camera is the best way I've seen to refine bombing technique. In my opinion, "Battle of Britain" is the all-time best computer game! However, I am forced to lodge a formal complaint about the fact that you have not released *"Secret Weapons of the Luftwaffe"* for the Amiga. How I long to try my hands at the controls of a P-51 or ME-262! I'm tired of bombing London! Please take mercy on the unfortunate owners of the best graphics computer in the world.

David Summers
APO AP 96367-0758

As the IBM platform has improved over the past few years with add-on sound cards, expanded memory, hard disk drives and VGA graphics the conversion to the Amiga has become more and more difficult. The decision we face now is "Is it better to convert to the Amiga or should we develop a new product for the PC?" Like many publishers, it makes better sense to work on new products for the PC over converting existing products to the Amiga or Atari ST. It's especially difficult to convert the flight simulators. We will continue to bring the graphic adventures to the Amiga (with Indiana Jones and the Fate of Atlantis due this fall), but we are evaluating this policy on a title by title basis.

I'm writing to congratulate you and your group on the excellent job done on Monkey Island 2. I loved the game more than Monkey Island 1. Monkey Island 2 was funny, exciting, fun to play, and a great gaming experience. And the graphics were amazing! The facial expressions made me think I was watching a Bugs Bunny cartoon. The manual said you couldn't die unless you did something stupid. How do you get killed? Also my *Adventurer* has stopped coming. Can you start sending it to me again?

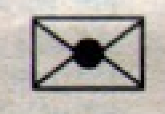
Randy Yelverton
no address

If you include your address on your next letter, we will be more than happy to get it on our mailing list. Anyone can subscribe to The Adventurer *by sending in the registration card for one of their games or calling 1-800-STAR-WARS and asking to be added to the list. In Monkey 2, there actually isn't any way to die. In Monkey 1, however, you can try to hold your breath for more than ten minutes and sink to a watery grave. To order your "10,000 ways to kill Guybrush in Monkey Island 2" mission disk send $12.95 to... No, we're just teasing.*

I felt I must write and tell you how incredible your CD-ROM version of *Loom* is! The stereo music was incredibly orchestrated, and the voices were obviously REAL actors and actresses recorded in a professional sound studio. The game itself was incredibly refreshing and entertaining, and it made me realize how much I hate other peoples' games! I was so happy with the quality that you people put into Loom that I took my other CD-ROM game back to the store and got my money refunded; I'm going to save it for the CD-ROM version of *Monkey Island*! Now, think about this: a CD-ROM version of *Indiana Jones and the Fate of Atlantis*! You would sell a ton! How about CD-ROM Star Wars?

Thomas Riegsecker
Goshen, IN

Unlike Loom, the CD-ROM versions of Monkey Island *and* SWOTL *do not feature substantial design improvements over the original version. In Monkey Island, however, the CD contains five different language versions, so if you ever wanted to play Monkey in German, here's your chance. The SWOTL CD includes all four of the Tour of Duty Disks plus a revised manual edited by one of our lead testers. As far as* Star Wars *on CD, X-Wing will be released this Winter on disk, and we'll look at CD-ROM possibilities after gauging consumer interest.*



The Adventurer

Number 5 Fall 1992

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Special thanks to George Lucas

The Adventurer is published by LucasArts Games, P.O. Box 10307, San Rafael CA 94912. Subscriptions are free upon submission of the registration card from any LucasArts game.

X-WING
continued from page 4

is first and foremost a combat simulator, we wanted to turn up the intensity of the simulation by placing it in a dynamic, believable universe," said Kilham, who developed Landru. "Landru allows us to create full-screen animated, cinematic sequences and highly interactive environments."

The *X-Wing* sound track is packed with digitized sound effects and memorable speech lines pulled directly from the "Star Wars" movies. Players will hear the roar of TIE fighters, Darth Vader's mechanized breathing, frenzied pilot chatter and much more. *X-Wing* also is the first LucasArts simulator to use the internally developed, proprietary iMUSE sound system. iMUSE (Interactive Music and Sound Effects) composes music "on the fly" based on players' choices. The system allows for music in 100 percent of the game, as well as seamless transitions between dramatic sequences.

GAME PLAY

The opening sequence of *X-Wing* introduces players to the ongoing struggle between the Rebel Alliance and the Empire. Players, as newly recruited pilots for the Alliance, arrive at the Mon Calamari Spaceport and must register and gain security clearance. From the Spaceport, they are ferried to training grounds, battle sites and Rebel outposts.

New pilots learn the basic flying and firing skills of the three major Rebel starfighters in the Pilot's Proving Ground. This area challenges recruits with an obstacle course of objects to navigate and targets at which to fire.

Once confident in their basic flight abilities, pilots enter Combat School where they fly recreated, historical encounters between the Rebellion's greatest pilots and the Imperial forces.

Pilots are introduced to these combat missions in the Mission Ready Room. Here they're briefed and have the opportunity to choose the roster for their flight group. Pilots also can prep for missions by studying the details of their own spacecraft in the Blueprint Room. In the Combat Film Review Room, pilots can review their own or other pilots' missions. All missions can be recorded in flight and viewed from any angle. A special Film Review Room feature allows players to jump into the action as the mission is replayed.

THE ARTISTS

Martin "Bucky" Cameron
Artist
Bucky's work for *X-Wing* revolved around producing the 3-D graphics for the game. Initially brought on by LucasArts in 1987, he's had a hand in every game produced by LucasArts except *Loom*.

James McLeod
Artist
James' primary responsibility on X-Wing was for the front end screens and menus. Since his arrival at LucasArts in 1987, he has worked on the high-resolution versions of *Zak McKracken and the Alien Mindbenders, Indiana Jones and the Last Crusade* and *The Secret of Monkey Island*, as well as *Secret Weapons of the Luftwaffe*.

Jon Knoles
Artist
Jon is one of LucasArts' resident "Star Wars scholars." His work for X-Wing included the cockpits, most of the storyboards and many of the cut scenes. Jon has also worked on the graphics for each of LucasArts' Nintendo games, *Star Wars, The Empire Strikes Back* and *Defenders of Dynatron City*, as well as its first Super Nintendo game, *Super Star Wars* and others in development. He joined LucasArts in 1990.

Players will hear the roar of TIE fighters, Darth Vader's mechanized breathing, frenzied pilot chatter and much more.



The Proving Ground and Combat Missions prepare improving pilots for three intense Space Combat Tours. In the tours, the players take part in actual Rebel combat operations against the Empire. Each tour consists of between 12 and 15 missions. The tours can be played independently, but the intention is to play them chronologically in order to depict the growing struggle between the Rebellion and the Empire. The tours feature deep space combat against Empire squadrons and convoys, as well as attacks across the Death Star surface and down the Death Star trench.

THE SAGA CONTINUES

Accompanying *X-Wing* is a 96-page companion book created especially for the game. The photo and illustration-packed book blends fiction and key technical information as it follows a young pilot who is recruited by Mon Mothma to join the Rebel Alliance. Shortly after it releases *X-Wing*, LucasArts will introduce at least two new Space Combat Tours featuring the Rebellion. Additionally, LucasArts is planning a sequel to *X-Wing* which will give players the chance to fly for the Empire. **ESC**

Games for After Hours
continued from page 13

mart? It's cheaper to perfect the Dragon Punch at home.

Some of my floppy friends won't talk to me anymore. They'll never understand what I see in Chun Li—the strongest woman in the world. They've never felt the thrill of a well-executed mid-air pull down, or a spinning pile driver. They'll never know just what this game has to offer: It gives you a physical grace most people will never achieve in their lives. The World Warriors can do things you could never do, but they're still under your control. The better you are with the control pad, the more amazing moves your character will perform on screen—magnified a thousand times. There is an amazing depth to the game's techniques. It takes weeks to really understand a character's abilities, but it's fun the whole time you're learning. The characters are grotesque and cartoony (and green, and fat, and over-muscled, and covered with scars, some of them), but they're all memorable and distinct, and they grow on you.

Besides Ryu and Dhalsim, there's Guile, the all-American G.I., trying to avenge the death of his pal Charlie. And there's Blanka—beast man of the Brazilian rain forests—shocking his opponents with abilities he "learned from electric eels." The humongous Edmond Honda, grand champion sumo, has something to prove to the world, whereas Chun Li is secretly trying to uncover an international smuggling operation. Zangief is big, and... well... misunderstood (if anyone can do his spinning piledriver without a joystick, please tell me how). And then there's Ken, the one who eventually did me in that night in the quicky-mart. It turns out he's actually Ruy's AMERICAN BROTHER!!! Ken fights only for the trophy, while Ryu just wants to be the best! This is only one of several moral melodramas that support and enhance the kick-butt action.

Eventually, someone else will want to use the TV, and I'll go back to my PC games. Hopefully, not before I find out who killed Chun Li's father. One thing, though, will have changed in my life forever. Now I can go into any arcade, walk up to any nine-year-old boy, and fearlessly say, "Let's fight." **ESC**

COMING ATTRACTIONS

Be on the lookout for *"Monsters,"* *(working title)* an action-arcade parody for the Super Nintendo Entertainment System that drops players smack dab in the middle of wacky horror movies to save friends, neighbors and teachers from an onslaught of hilarious movie monsters.

- Fast-paced, long-lasting game play!
- Tons of special animations!
- An exceptionally interactive environment!
- Play with one or two players!
- Digitized speech, sound effects, monster noises!
- Unique three-quarter aerial view!
- 50 different levels - each one its own mini-monster movie like "Dances With Werewolves," "Mississippi Chain Saw Massacre" and "Zombie House Party."
- Choose between two kid heroes!
- Save cheerleaders, neighbors, friends, teachers, babies and soldiers!
- Tons of enemies!
- Exotic weapons!
- Diverse locations!
- Available Spring 1993!



DAY OF THE TENTACLE™ 2

X-WING™ 4

COMPANY STORE 5

THE EVOLUTION OF LUCASARTS CLASSIC ADVENTURES 11

CHESTER'S CORNER 11

SAM AND MAX™ 12

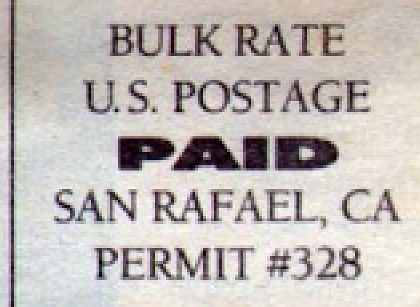
THE MAGIC OF SOUND 13

GAMES FOR AFTER HOURS 13

LETTERS 14

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